

# Mike Murphy

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## PROFESSIONAL EXPERIENCE

### **Fidelity Investments, Smithfield RI — Software Engineer**

January 2022 - Present

- Designed and developed common library for ASB and Redis
- Utilized Splunk and PowerBI to build observability dashboards for internal application performance monitoring and reporting
- Built common Jenkins pipelines for Workplace Investing platform, improving existing pipeline speed by 50%

### **Cardinal Engineering, Pawcatuck CT — Software Engineering Intern**

February 2021 - May 2021

- Built server to ensure it was STIG compliant with DoD standards using PostgreSQL and Linux OS
- Wrote customer-facing code for company website using React and Node that interfaced with AWS

### **Institute for Disease Modeling, Bellevue WA - Game Design Intern**

August 2020 - December 2020

- Built scholastic game with emphasis on educating medical professionals in Liberia on using search engines
- Wrote the game's narrative system and structure, creating a compelling narrative for players
- Scripted and designed inventory system using Unity and C#
- Co-authored [published research paper](#) based on findings

## EDUCATION

### **Quinnipiac University, Connecticut — Computer Science, Game Design and Development**

August 2017 - May 2021

- GPA: 3.65

## PROJECTS

### **Artist's Apprentice — A 2D, top-down RPG**

First Place recipient of the Connecticut Entrepreneurship Foundation Software Grant, May 2021

## SKILLS

Languages: C#, Java, Swift, HTML, Groovy, JavaScript

Game Engines: Unity, Unreal

Databases: MySQL, Azure

Technologies: Git, React, Angular, Spring, Kubernetes

Soft Skills: Communication, Teamwork, Adaptability

## AWARDS AND ACHIEVEMENTS

Academic: Dean's List, Graduated *Cum Laude*

Hearthstone ECAC First Place: Fall 2018

Hearthstone ECAC Second Place: Spring 2019, Fall 2019

## ACTIVITIES AND INTERESTS

Quinnipiac Hearthstone Team Captain: 2018-2021

QU Game Developers Club: 2019-2021

QU Game Club: 2017-2021

Global Game Jam: 2019-2023

Glassblowing: 2022-2023